

## FREE SKATING EVENTS

(Events will be skated at Free Skating Test Level or One Higher)

**Single Free Style** Balanced program requirements are defined in SSR 4.00

**Pair Free Skating** Balanced program requirements are defined in SSR 6.00

Test Level	Requirements	Short Program
<b>Low Beginner</b> Not Passed Pre-Preliminary Moves or F/S test or its equivalent.	May include any $\frac{1}{2}$ Revolution Jumps plus salchows, toe loops, $\frac{1}{4}$ loops. NO flying spins, combination spins or backspins  1 to 1 $\frac{1}{4}$ Minutes	None
<b>High Beginner</b> Not Passed Pre-Preliminary F/S test or its equivalent.	May include any $\frac{1}{2}$ Revolution Jumps plus salchows, toe-loops, $\frac{1}{4}$ Loops and Loops allowed. NO flying spins.  1 to 1 $\frac{1}{4}$ Minutes	None
<b>Pre-Preliminary Limited</b> Passed Pre-Preliminary F/S test and no higher.	May not include axels, double jumps or flying spins.  1 to 1 $\frac{1}{4}$ Minutes	None
<b>Preliminary Limited</b> Passed Preliminary F/S test and no higher.	May include axels. May not include double jumps or flying spins.  1 $\frac{1}{4}$ to 2 Minutes	None
<b>Preliminary</b> Passed Preliminary F/S test and no higher.	Axel plus up to two different double jumps, which may be repeated as individual jumps, jump sequence or jump combinations. (SSR4.078)  1 $\frac{1}{4}$ to 2 Minutes	None
<b>Pre-Juvenile</b> Passed Pre-Juvenile F/S test and no higher.	Axel plus up to four different double jumps, which may be repeated as individual jumps, jump sequences or jump combinations.  2 Minutes	None
<b>Open Juvenile</b> Passed Juvenile F/S test and no higher.	Must be 13 years of age or older as of closing date.  Same requirements as Juvenile.  2 Minutes	Same requirements as Juvenile.  1 Minute 40 Seconds
<b>Juvenile *</b> Passed Juvenile F/S test and no higher.  Initial and Championship rounds will consist of the free skating program only.	          2 Minutes	Axel Jump. May not be repeated in the combination. Double Jump. May not be repeated in the combination. One Jump combination consisting of one single jump or one double jump. Solo spin, min. 4 revolutions in position. May not be commenced with a jump. Spin Combination with only one change of foot and one change of position (min 4 revs. each foot). Step sequence (straight, circular, or serpentine).  1 Minute 40 Seconds
<b>Intermediate *</b> Passed Intermediate F/S Test and no higher.  Combined Event.	   2 $\frac{1}{4}$ Minutes FS	As stated by the 2002 USFSA Official Rulebook SSR 3.08 Men. SSR 3.09 Ladies.  2 Minutes SP
<b>Novice *</b> Passed Novice F/S test and no higher.  Combined Event.	   3 Minutes FS – Ladies 3 $\frac{1}{4}$ Minutes FS - Men	As stated by the 2002 USFSA Official Rulebook SSR 3.00. 2002 – 2003 Group "ii" elements to be skated.  2 Minutes 15 Seconds or less
<b>Junior *</b> Passed Junior FS test and no higher.  Combined Event.	   3 $\frac{1}{4}$ Minutes FS Ladies 4 Minutes FS Men	As stated by the 2002 USFSA Official Rulebook SSR 3.00. 2002 – 2003 Group "A" elements to be skated.  2 Minutes 40 Seconds

Events with an asterisk (\*) will have a Championship round if numbers warrant.

**THERE WILL BE A \$30.00 SERVICE FEE ASSESSED IF THE SKATER ENTERS THE WRONG EVENT AND IT HAS TO BE CHANGED.**

## FREE SKATING EVENTS

(Events will be skated at Free Skating Test Level or One Higher)

**Single Free Style** Balanced program requirements are defined in SSR 4.00

**Pair Free Skating** Balanced program requirements are defined in SSR 6.00

<b>Senior *</b> Passed Senior FS test and no higher.  Combined Event.	4 Minutes FS Ladies 4 ½ Minutes FS Men	As stated by the 2002 USFSA Official Rulebook SSR 3.00. 2002 – 2003 Group “A” elements to be skated. 2 Minutes 40 Seconds
<b>Adult Bronze</b> Passed Adult Bronze F/S test and no higher than Preliminary F/S test.	Open to skaters who are 25 years old or older.  1 Minute 40 Seconds Maximum	None
<b>Adult Silver</b> Passed Adult Silver F/S test and no higher than Juvenile F/S test.	Open to skaters who are 25 years old or older.  2 Minutes 10 Seconds Maximum	None
<b>Adult Gold</b> Passed Adult Gold F/S test and no higher than Intermediate F/S test.	Open to skaters who are 25 years old or older.  2 Minutes 40 Seconds Maximum	None
<b>Adult Masters</b> Passed at least Intermediate F/S test and/or Adult Gold F/S test.	Open to skaters who are 25 years old or older.  3 Minutes 40 Seconds	None
<b>Pairs Pre-Juvenile</b> Passed the USFSA Preliminary Pair test and no higher.  Not a Combined Event.	1 ½ Minutes	None
<b>Pairs Juvenile</b> Passed the USFSA Juvenile Pair test and no higher.  Not a Combined Event.	May skate one level up.  2 Minutes	None
<b>Pairs Intermediate</b> Passed the USFSA Intermediate Pair test and no higher.  Not a Combined Event.	3 Minutes	None
<b>Pairs Novice</b> Passed the USFSA Novice Pair test and no higher.  Not a Combined Event.	3 Minutes 30 Seconds	2 Minutes 15 Seconds Maximum. Required elements as stated in the USFSA Rulebook. 2002 – 2003 Group “C” elements to be skated.
<b>Pairs Junior</b> Passed the USFSA Junior Pair test and no higher.  Not a Combined Event.	4 Minutes	2 Minutes 40 Seconds Maximum. Required elements as stated in the USFSA Rulebook. 2002 – 2003 Group “C” elements to be skated.
<b>Pairs Senior</b> Passed the USFSA Senior Pair test and no higher.  Not a Combined Event.	4 ½ Minutes	2 Minutes 40 Seconds Maximum. Required elements as stated in the USFSA Rulebook. 2002 – 2003 Group “C” elements to be skated.

**ARTISTIC SHOWCASE** – Open themes for each level. Skaters will provide their own music. Vocal music is allowed. A certain amount of jumping is permitted, but no credit is given unless the jumps contribute to the overall aesthetic value of the program. Skaters will be judged according to how well they interpret their theme. Artistry, originality, and creativity are emphasized. Props may be used to accentuate the performance. The skater is responsible for transporting the props on and off the ice. Thirty seconds will be allowed for this. **Costumes are encouraged!** Props **will not** be allowed on the warm-up. **\*\*Please Note: Guest judges may serve as a minority on the artistic showcase event panels.**

GROUP 1	Pre-Preliminary/Preliminary	1 ¼ Minutes
GROUP 2	Pre-Juvenile/Juvenile	1 ½ Minutes
GROUP 3	Intermediate and above	1 ¾ Minutes

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## COMPULSORY, SPINS AND MOVES PROGRAM

(Skaters may compete one level higher than their test level.)

**NOTE:** Test requirements are the same as listed under Single Free Skating Events

Test Level	Compulsory	Spins and Moves	Team Compulsory
<b>Low Beginner</b>	<p>½revolution jump, Toe loop, Two foot spin (min. 3 revolutions). Lunge.</p> <p>1 Minute</p>	None	None
<b>High Beginner</b>	<p>Waltz jump/toe loop combination, Loop or salchow jump. Forward scratch spin (min. 3 revolutions), Forward spiral.</p> <p>1 Minute</p>	None	None
<b>Pre-Preliminary</b>	<p>Single jump (no axel, may not be repeated in combination), Single-jump combination (no axel), Forward spin (min. 3 revolutions), Forward spiral sequence.</p> <p>1 ¼Minutes</p>	None	None
<b>Preliminary</b>	<p>Single jump (may not be repeated in combination), Single-jump combination, One foot backspin (position optional, may not commence with a jump, min. 3 revolutions), Edge spiral, Spread Eagle or Ina Bauer, Step sequence.</p> <p>1 ¼Minutes</p>	<p>One foot forward upright spin, <b>NO LAYBACKS</b> (min. 4 revs.), Sit spin (min. 4 revs.), One foot upright back spin (min. 4 revs.), Footwork sequence of any pattern, Field element.</p> <p>2 Minutes or less</p>	<p>Lutz/loop jump combination, Flip jump, One foot back spin, Circular footwork sequence.</p>
<b>Pre-Juvenile</b>	<p>Single jump (may not be repeated in combination), Single-single jump combination (must include loop-axels are permitted), Combination spin with 1 change of foot, no change of position (may not commence with a jump, min. 4 revolutions each foot), Solo spin (may not commence with a jump, min. 4 revolution each foot), Step sequence.</p> <p>1 ¼Minutes</p>	<p><b>Combined Event with Juvenile</b></p> <p>Camel spin (min. 4 revs.), Combination spin with only one change of foot (min. 4 revs. one ach foot), Layback spin (min. 4 revs.), Footwork sequence of any pattern, Field elements.</p> <p>2 Minutes or less</p>	<p>Axel, Double Salchow, Camel/sit combination spin, Circular footwork sequence.</p>
<b>Juvenile</b>	None	<p><b>Combined Event with Pre-Juvenile</b></p> <p>Same as Pre-Juvenile</p>	<p>Axel/loop jump combination, Double salchow, Layback spin, Serpentine spiral sequence (min. 3 spiral positions).</p>
<b>Intermediate</b>	None	<p><b>Combined Event with Novice</b></p> <p>Same as Novice</p>	<p><b>Combined Event with Novice</b></p> <p>Same as Novice</p>
<b>Novice</b>	None	<p><b>Combined Event with Intermediate</b></p> <p>Flying spin (min. 5 revs.), Layback spin (min. 5 revs.), Combination spin with only three different positions and only one change of foot (min. 5 revs. on each foot), Footwork sequence of any pattern, Field Element.</p> <p>2 Minutes or less</p>	<p><b>Combined Event with Intermediate</b></p> <p>Double lutz, Double flip together with any other double jump, Flying camel spin, Serpentine spiral sequence (min. 3 spiral positions).</p>
<b>Junior</b>	None	<p><b>Combined Event with Senior</b></p> <p>Same as Senior</p>	<p><b>Combined Event with Senior</b></p> <p>Same as Senior</p>

## COMPULSORY, SPINS AND MOVES PROGRAM

(Skaters may compete one level higher than their test level.)

**NOTE:** Test requirements are the same as listed under Single Free Skating Events

<b>Senior</b>	None	<b>Combined Event with Junior</b>  Flying spin (min. 8 revs.), Layback spin (min. 8 revs.), Combination spin with only three different positions and only one change of foot (min. 6 revs. on each foot), Footwork sequence of any pattern, Field element.  2 ½ Minutes or less	Double Axel, Double/double jump combination (may include a double axel), Flying spin, Serpentine spiral sequence (min. 3 spiral positions).
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**COMPULSORY PROGRAMS** – All events shall be skated without music, in a program form of the skaters selection using ¼ the ice surface. All time limits are **maximum**. Elements may be skated in any order. There must be no steps or turns between jumps in a combination jump. Spin revolutions must be in position to be counted. Spins must be held in each position as noted. Excessive footwork and added elements will be penalized.

**SPINS AND MOVES COMPULSORY** – Skaters will create a compulsory spin program according to the requirements for their level. Two marks will be awarded, technical merit and presentation of the elements. The technical merit mark will include quality of spins (centering, speed of rotation, positions and revolutions) and difficulty of the footwork. The presentation mark will include ice utilization, flow, quality of field element and creativity. **Quality of the spins will be the emphasis.**

In addition to the spins required for each level, all skaters must include in their program, one field element such as a spread eagle, spiral or bauer, and one footwork sequence. Skaters are to link the elements together with minimal crossovers, instead using turns and moves in the field. All events will be done on half ice. Quiet background music will be provided.

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